

Application No. 10/661,717
 Response to OA of 11/24/04

Amendments to the Specification

On to
 ENTER
 AMENDMENT
 5/3/05
 - AQE -
 Please amend paragraphs [0035], [0037], and [0038] as follows:

[0035] Figure 3 shows an example of one such up position. In this figure, the display 14 is suspended above the base 32. In this position, the mounting arm 34 is rotated clockwise about hinge connection 140A until the mounting arm 34 hits a stop 198-148. Stop 198-148 prevents the mounting arm from rotating farther. This stop 198-148 can have numerous embodiments and may, for example, be provided as a ridge, wall, tab, or stop member on the base 32. Alternatively, a stop mechanism can be provided in the hinge connection 140A. When the mounting arm 34 is fully rotated in the clockwise direction about hinge connection 140A (as shown in Figure 3), the front surface 36 forms an angle θ with a line 149 normal or perpendicular to the support surface 150.

[0037] When the mounting arm 34 is positioned against the stop 198-148, the hinge connection 140A and hinge connection 140B are displaced a horizontal distance D. This distance is measured between axis-A (a perpendicular axis extending through hinge connection 140A) and axis-B (a perpendicular axis extending through hinge connection 140B) along support surface 150. In this configuration, the center of gravity, CG, for the display 14 and carrier 30 is between two parallel axes, the axis-A and axis-B. Further, as shown, the back surface 38 of carrier 30 is parallel to and rests flush with section portion 108 of mounting arm 34. Since the center of gravity, CG, is between axis-A and axis-B, the display remains in a stable, solid, fixed position. As such, the display will not tend to fall forward or backward. Further, the display and base are not prone to easily knock-over or otherwise accidentally or inadvertently fall.

[0038] Preferably, the center of gravity, CG, of the display 14 and/or carrier 30 occurs somewhere between the axis-A and axis-B while the display is in an up position. When the CG is between these two axes (regardless whether the display is in a portrait position, landscape position, or other position), the weight of the display enables the display to remain or stay positioned between the axes and to have an over-center orientation. In